

# *Waikato Hockey*

## **Intermediate & Secondary School Umpires Presentation**

Presented by: Anna Billing

# Introduction

- ▶ Your Role as an Umpire
- ▶ What makes an Umpire?
- ▶ The Rules

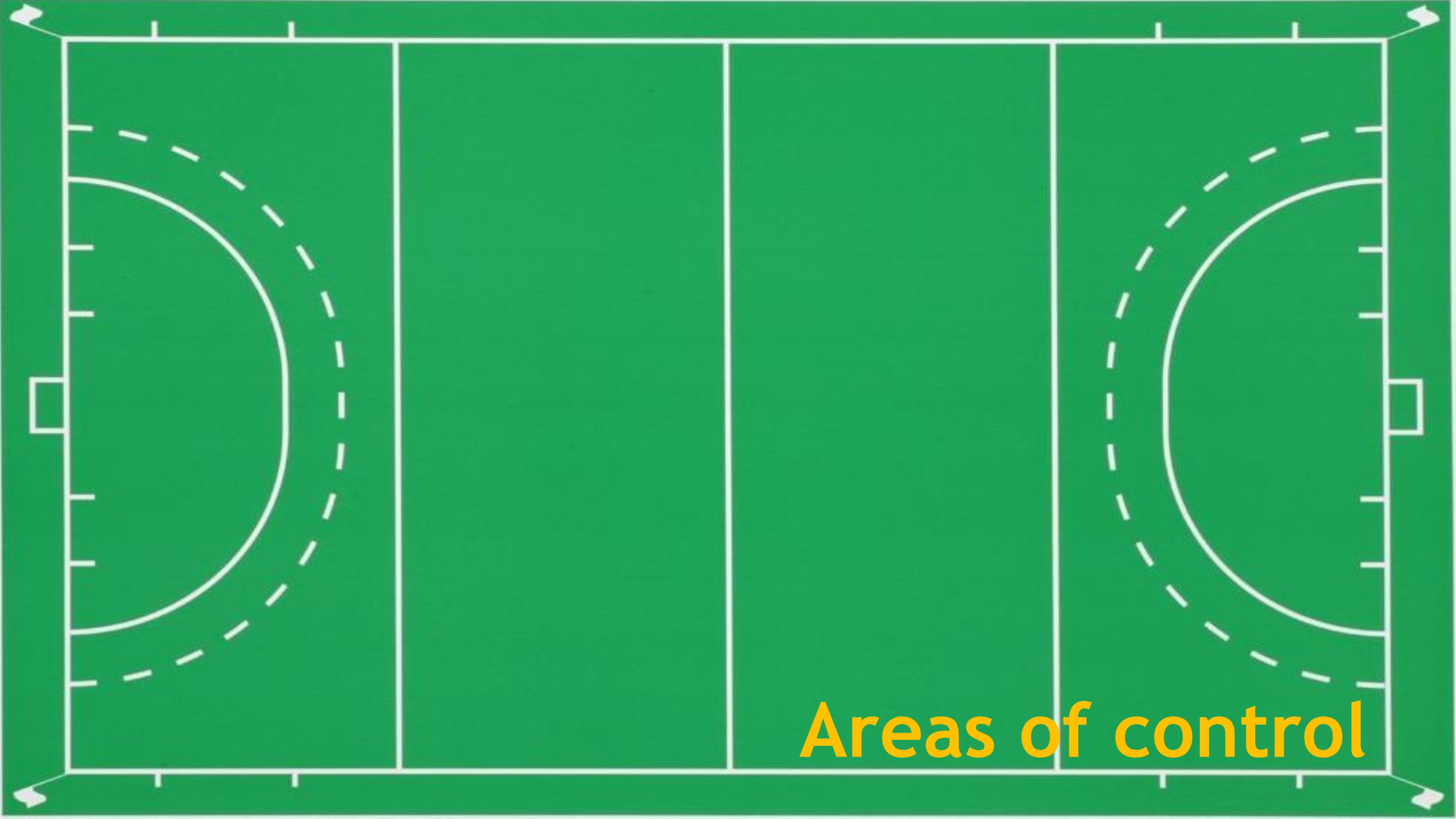
# Your Role as an Umpire



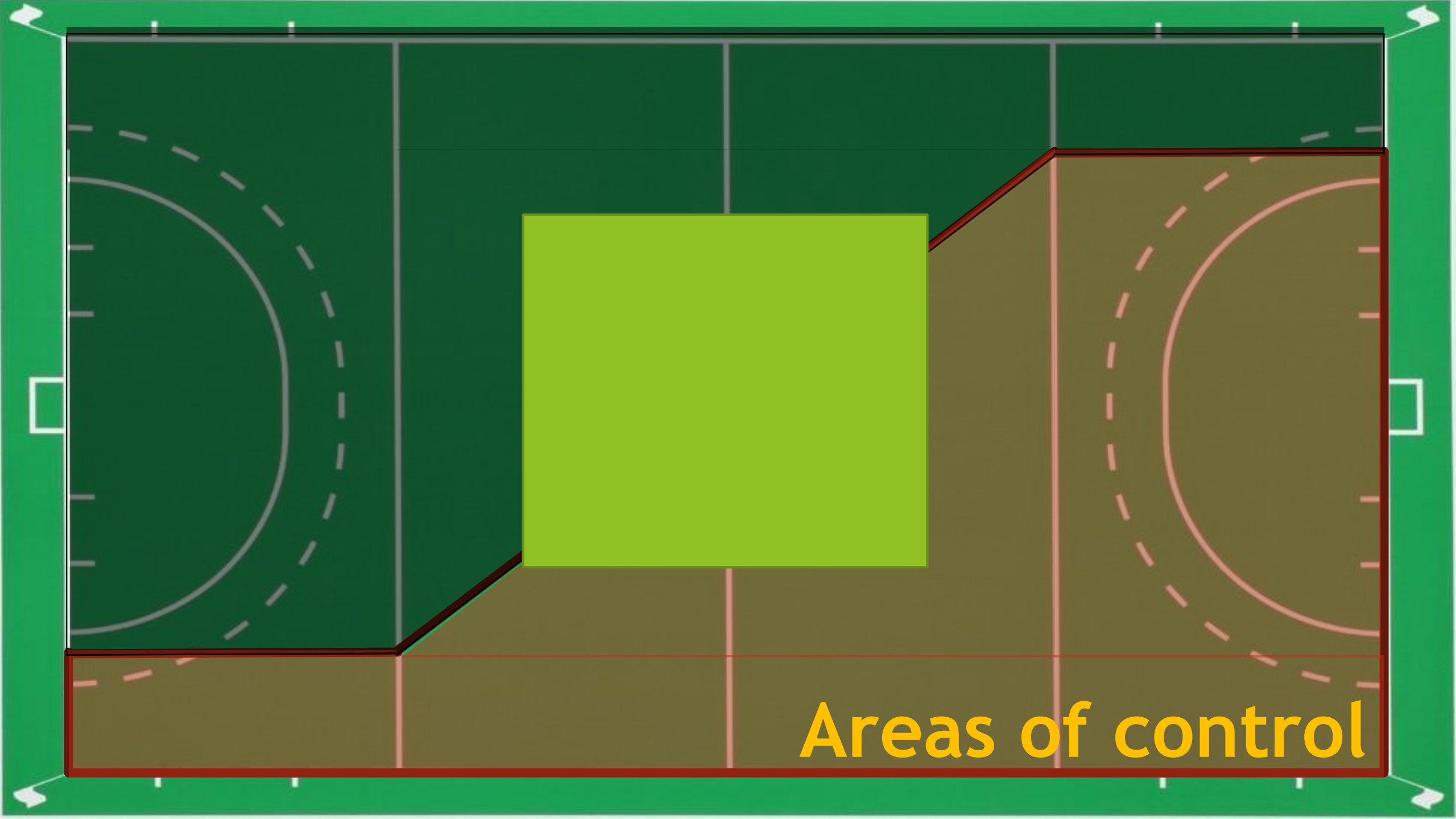
# Your Role as an Umpire

## ▶ **SAFETY**

- ▶ Make sure the rules are observed
- ▶ Participating in the game - you are part of the game
- ▶ Increase enjoyment of the game



**Areas of control**



**Areas of control**

# What makes an Umpire?



# What Makes an Umpire?

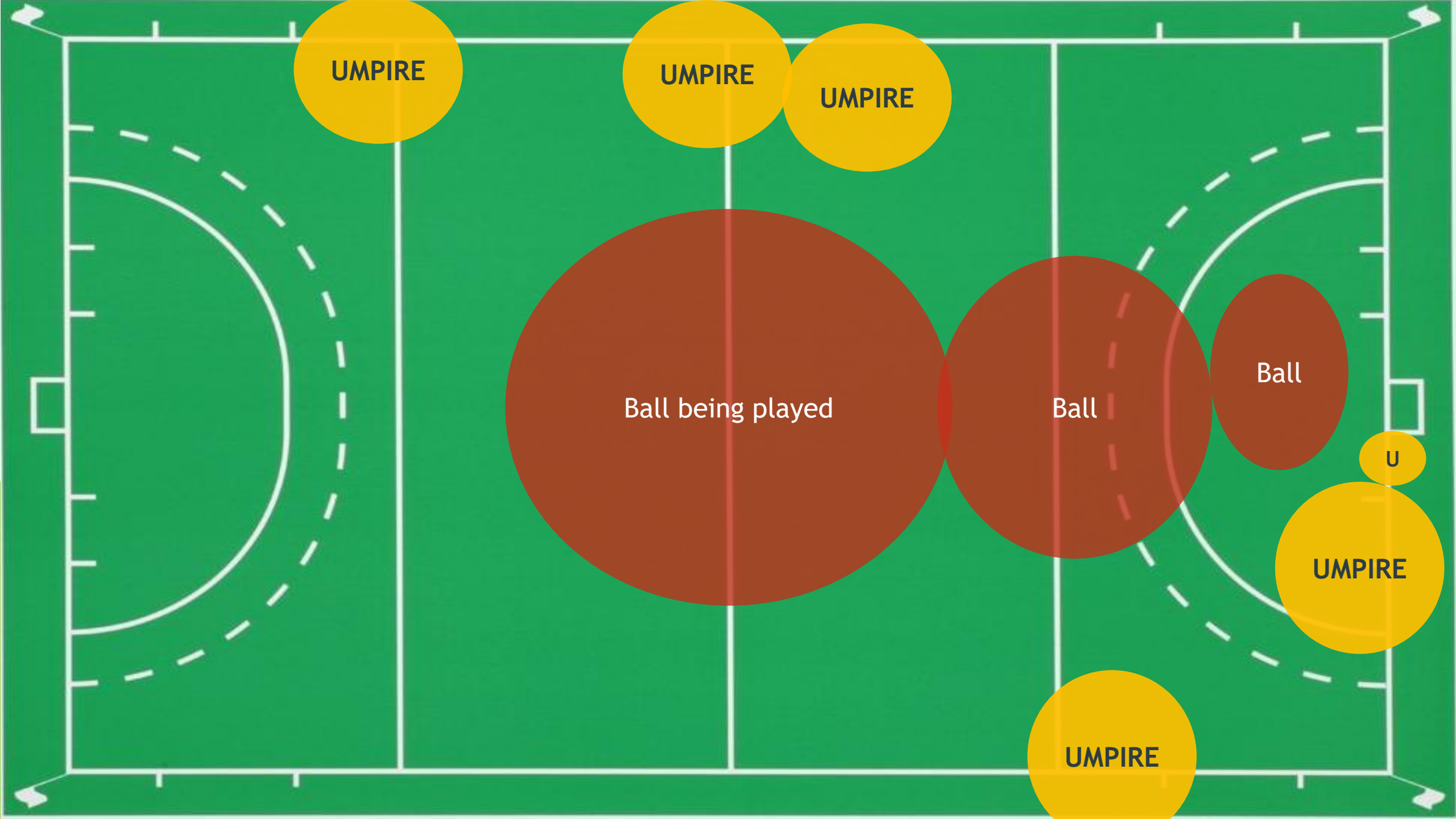
- 1) **Moving**
- 2) **Thinking**
- 3) **Communicating**



# What Makes an Umpire?

## 1) Moving

- Why is this important?
- Where should you stand at:
  - The start of the match
  - Around the field
  - In your circle
- 45 degree angle



UMPIRE

UMPIRE

UMPIRE

Ball being played

Ball

Ball

U

UMPIRE

UMPIRE

# What Makes an Umpire?

## 2) Thinking

- Rules understanding
  - **MUST** have a current rule book
    - FREE electronic copy from Hockey NZ website
    - \$5 paper copy from canteen

# What Makes an Umpire?

## 2) Thinking

- Responsibilities:
  - Fitness
  - Gear
  - Presentation (you are on display)
  - Attitude
  - Professionalism

# What Makes an Umpire?

## 2) Thinking

- Responsibilities:
  - Arrive at least 15 mins before the game
  - Sort the score board
  - Do the coin toss (sort which team supplies the ball)
  - 5 min whistle, 2 min whistle
  - Start the game on time (even if the teams aren't ready).
    - Secondary hockey - no time stoppages

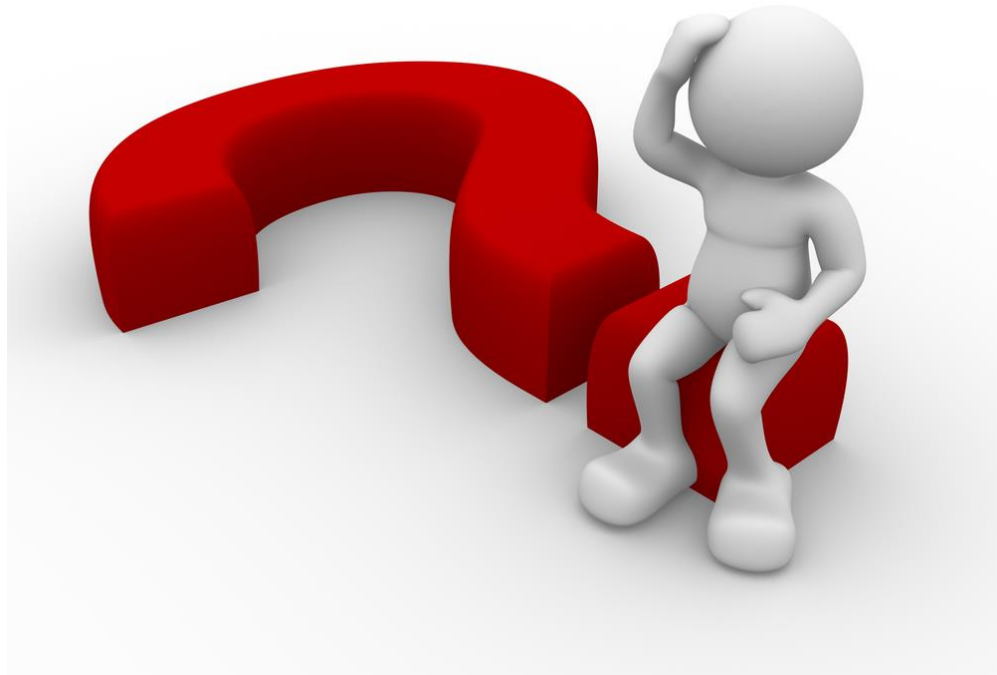
# What Makes an Umpire?

## 3) Communicating

- Type of whistle
- Whistle tone & timing
- Signalling
- Perception of players
- Toolbox



# Questions?



# The Rules





# The Rules

## General:

- Starting time
- Hacking
- Free hits in general play
  - 5m
- Raised/dangerous ball

# The Rules

## General:

- The free hit/self pass
  - *Must attempt to stop ball*
- The raised/dangerous ball rule
  - *Danger – ‘causes legitimate evasive action’*
- Overheads
- Obstruction

# The Rules

New: • Attacking free hit inside 23

*-all players must be 5m*

*-ball must travel at least 5m*

*OR*

*be touched by defending player before it  
can enter the circle*

# The Rules

New: • Attacking free hit inside 23 – contd.

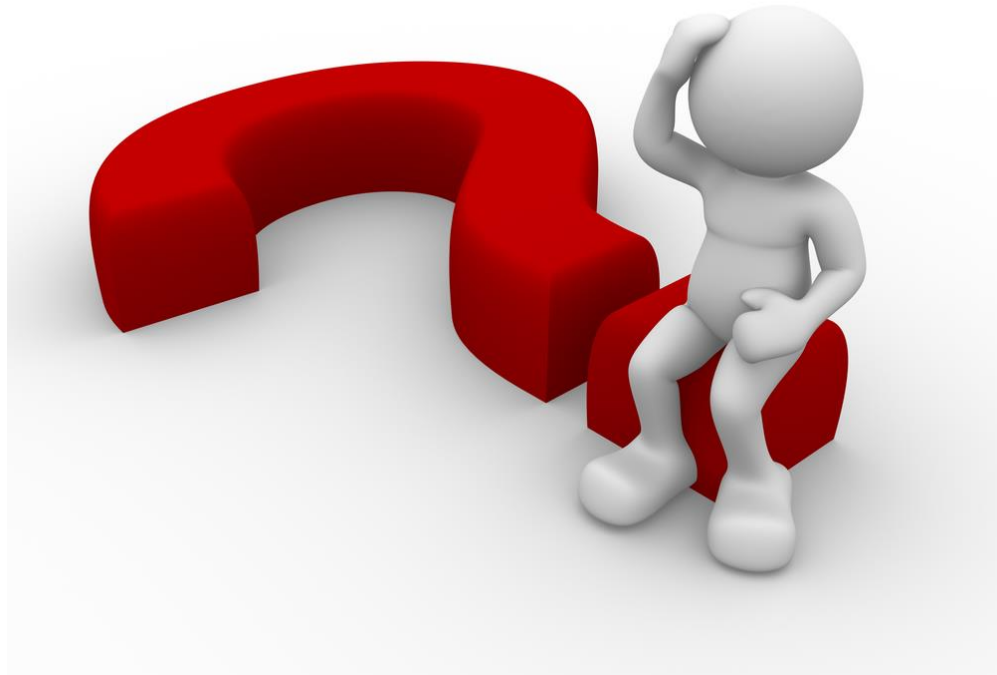
If awarded within 5m of the circle

*-players inside the circle within 5m are NOT interfering with play.*

*Thus they can:*

*- Shadow around the inside of the circle, a player who takes a self-pass, IF they do not play or attempt to play the ball or influence play until it has either travelled at least 5m or been touched by a defending player who can legitimately play the ball.*

# Questions?

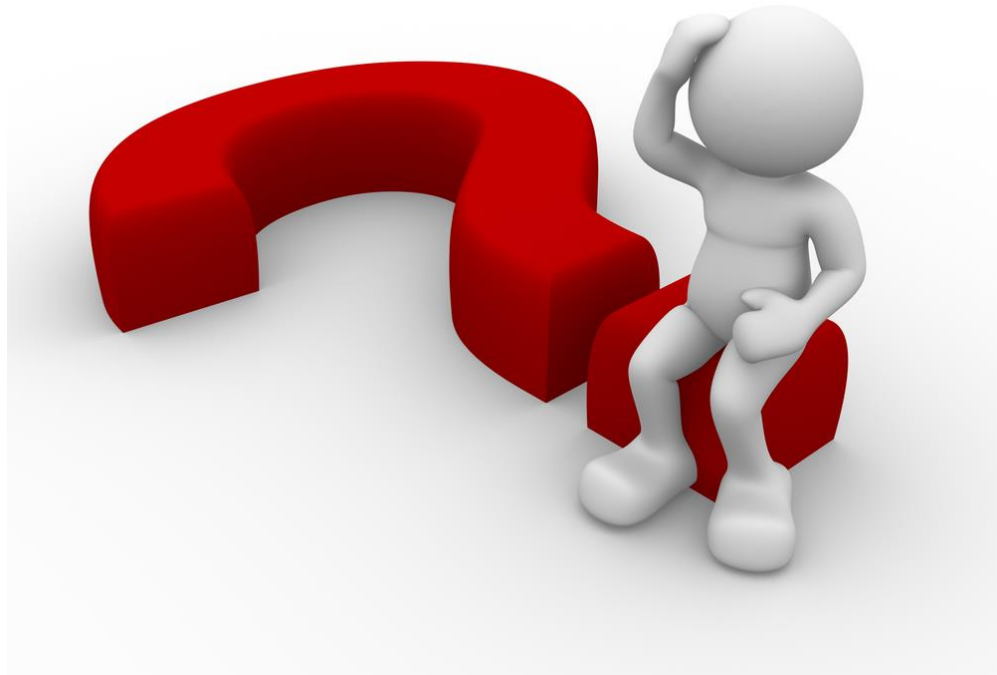


# Courses/Accreditations

- ▶ Junior Badge
- ▶ Community Badge



# Questions?



# Future Thinking:



Amber Church: Korea v Belgium in Glasgow, Scotland





Craig Gribble (left) and David Tomlinson (centre in red) in India for the 2016 Hockey India League



NHL Womens' Panel 2015

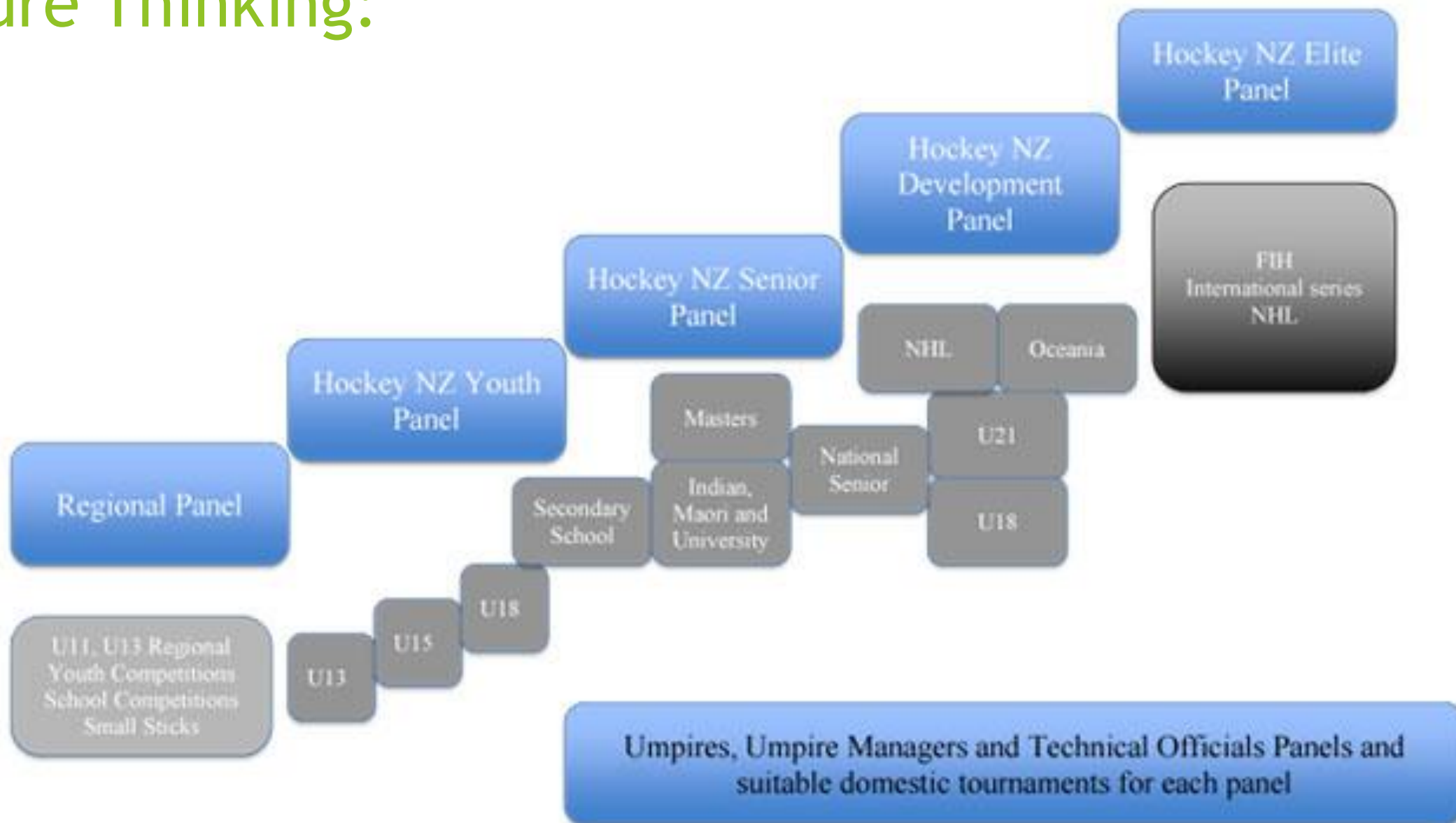


Ben Wilson and Bevan Nichol at NHL  
(National Hockey League), 2015



Hatch Cup, 2015

# Future Thinking:



## Recap:

- ▶ Moving
- ▶ Thinking
- ▶ Communicating

# Thank You

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## EXTRA SLIDES:

### Misc Rules:

- ▶ Stick above the shoulder
- ▶ Overheads
- ▶ Corner (long corner)
- ▶ Breaking at PC
- ▶ 2 min green card

# Stick above the shoulder

- ▶ Player safety
- ▶ The player must be trying to control the ball

*Players may stop, receive and deflect or play the ball in a controlled manner in any part of the field when the ball is at any height including about the shoulder unless this is dangerous or leads to danger.*



# Overheads

- ▶ **5m** - Players must not approach within 5m of receiver
- ▶ **Danger: up, mid-air, down**
- ▶ **Act early with close groups of players**
- ▶ **Allow receiver to gain control**
- ▶ **Initial receiver** has the right to the ball
- ▶ If initial receiver is not clear - the player of the team which raised must allow the opponent to receive it

## Corner (aka long corner)

- ▶ Everyone has to be 5 meters away
- ▶ Ball cannot be hit directly into the circle
- ▶ Signal is the same

If played unintentionally by a defender or deflected by a goalkeeper over the back line, **it's a long corner.**

If played intentionally by a defender over the back line, unless deflected by a goalkeeper, **it's a PC.**

# Breaking at PC - Defender

## DEFENDER:

- ▶ The defender that 'broke' must go to halfway
- ▶ This defender cannot be replaced
- ▶ They **cannot return** for a re-taken penalty corner

# Breaking at PC - Attacker

## ATTACKER:

- 1) Player sent to halfway
  - 2) They may be replaced by another attacker
  - 3) PC is retaken
- ▶ If the player taking the push or hit from the back-line **feints** at playing the ball, the offending player is required to go beyond the centre-line but is replaced by another attacker and the penalty corner is **taken again**

## 2m Green Card

- ▶ Their team times the 2 minute suspension
- ▶ It's a helpful management tool
- ▶ In what situations is it appropriate?